



nativeKONTROL

MPKm Studio User Manual

Version 1.0.0

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CHANGES IN THIS VERSION

Following are the changes that were made since the last beta version (v1.0.0b3).

- Addressed issue that could cause unreliable data transfer from MPKm Studio to the controller.
- Updated Setup Assistant for compatibility with Mountain Lion (OS X 10.8).
- All MIDI messages the application sends out now include timestamps.

GENERAL CONCEPTS

MPK_m Studio is a simple to use, real-time editor for the Akai MPK mini's Pads. The application sits between your MPK mini and your DAW and adds additional functionality that you can directly access from the MPK mini.

In order for MPK_m Studio to do its job, the MPK mini needs to be connected to your machine and a DAW needs to be running. Also, MIDI settings in both MPK_m Studio and in your DAW need to be complete. Information on the settings you need to make in both MPK_m Studio and in your DAW is provided in the Midi Preferences window, which you can access via [View – Show Midi Preferences](#).

The MPK_m Studio application includes virtually all of the information you need to know about using it. Hovering your mouse cursor over most elements within the [application window](#) will reveal information. Also, the window can optionally show a lower section ([View – Show Help View](#)) that provides further information. However, there are some topics that couldn't be covered within the application itself and will instead be addressed in this document.

NOTE: When we say “DAW”, we mean any software on your system that is capable of receiving MIDI input. In most cases, this will be a DAW, but there are exceptions.

THE CONTROLLER

Basic Operations

The functionality that MPK_m Studio offers is all accessible from **Program 4** and **Pad Bank 1** on the MPK mini. When you initially launch MPK_m Studio, Program 4 will automatically be selected for you. However, you will need to select Pad Bank 1 manually by pressing the Pad Bank 1 button.

Within Pad Bank 1, the Pads have 3 primary functions that you can switch between with the **CC** and **Prog Change** buttons:

- **Default** (both CC and Prog Change turned off) – The Pads perform the primary function of the selected [MPK_m Studio Mode](#).
 - **CC** – In most MPK_m Studio Modes, the Pads perform the same function as in Default. However, in the [Quick Assign Modes](#), the Pads are used to enable/disable Learning.
 - **Prog Change** – The first 5 Pads switch between MPK_m Studio Modes.
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Customizing

MPK_m Studio only uses Program 4 on the MPK mini and only uses parts of this Program. You are free to customize Programs 1 – 3 in any way you like. You can also customize the parts of Program 4 that MPK_m Studio doesn't use. In particular, you can customize Pad Bank 2, Knob settings and Arpeggiator settings in Program 4.

The only restriction in terms of customization is that other Programs and the parts of Program 4 that you customize shouldn't use the same MIDI messages that MPK_m Studio makes use of. The MIDI messages that MPK_m Studio uses are:

- **MIDI Channel 15** – Note 0 – 7 (C-2 – G-2)
- **MIDI Channel 15** – CC 0 – 7
- **MIDI Channel 15** – PC 0 – 7
- **MIDI Channel 16** – All of the notes on this channel.

NOTE: You should *not* use MPK_m Studio and the MPK mini's Editor at the same time.

THE APPLICATION WINDOW

The MPK_m Studio window serves several purposes:

1. It functions as an onscreen display to show you what the controller is doing in the selected MPK_m Studio Mode, which helps with getting used to using the application.
2. It provides access to settings that aren't available directly from the controller such as Velocity settings.
3. It allows you to save and load presets containing your settings.

NOTE: *It's entirely possible to use MPK_m Studio without the application window being visible. You can hide it or simply minimize it if you don't need to see it.*

File Menu

Open Preset – (CTRL/CMD + O) – Open a saved preset.

Recent Presets – Display a menu of recently opened/saved presets.

Save Preset – (CTRL/CMD + S) – Save the current preset.

Save Preset As – Save the current preset to a new file.

Clear Recent Preset List – Remove any/all files listed in the Recent Presets menu.

View Menu

Show Midi Preferences – (CTRL/CMD + P) – Show the Midi Preferences window.

Show Help View – (CTRL/CMD + F12) – Set whether or not the application window should include a lower section that displays information on the functionality of each MPK_m Studio Mode.

Note Display Type – Set the type of Note Display to use (this setting only affects the [Quick Assign Modes](#) currently).

Always On Top – Set whether or not the application window should stay on top of other windows.

Help Menu

Open User Manual – Open this manual.

Run Setup Assistant – Run the Setup Assistant utility, which provides information on the setup steps that need be completed in order to use MPK_m Studio.

Create Troubleshoot Log – Create a log file to assist in troubleshooting problems with MPK_m Studio.

MPK_m STUDIO MODES

MPK_m Studio provides 5 Modes of functions. You can switch between these Modes from the [controller](#) or by using the Mode tabs at the top of the [application window](#).



Key Edit

In this mode, the Pads change the MIDI Channel and Transposition of the Keys and also provide access to Pitch Bend, Mod Wheel and Aftertouch functions.

Useful for: Adding a bit more flexibility to the Keys. For example, you can change the MIDI channel on-the-fly so that you can quickly switch between a variety of instruments that are each assigned to a different MIDI channel.



Quick Assign A/Quick Assign B

These modes allow you to quickly assign notes (either single notes or chords/layers of up to 16 notes) to the Pads by playing the notes from the Keys. A Cycle function is also included, which allows each Pad to play all of the notes assigned to it at the same time or to Cycle through the assigned notes and play them individually. Two of these Modes are provided and each can have its own assignments.

Useful for: Assigning Pads to particular drums in a big drum kit (one with multiple kicks, snares, etc), triggering chords and playing back short sequences/arpeggios.



8 Levels

In this Mode, the Pads will play the last note that was played from the Keys. Each Pad will play the note at a different velocity.

Useful for: Programming scenarios where you need multiple consistent velocities. For example, you could create most of a hihat pattern with one Pad and use another Pad or two to add accents.



Qwerty

In this Mode, the Pads send keystrokes/combination. You can select the keystroke/combination that each Pad should send.

Useful for: Anything keystrokes/combinations are usually used for. For example, navigating through a list of presets with Up/Down or triggering a DAW's transport functions.

TROUBLESHOOTING

This section covers errors/problems that you may run into when using/setting up MPK Studio. If you've tried the resolutions listed here and you're still receiving errors/having problems, please send an email to [Support](#) with as much info on the problem as possible. Also, please include a troubleshooting log with your email. You can create a troubleshooting log via [Help – Create Troubleshoot Log](#).

MPK Studio Error Messages

This section covers error messages you may receive when starting, setting up and/or using MPK Studio.

Error Opening MIDI Port – This error is typically due to the MIDI port being in use by another application. To resolve this, please close all applications including MPK Studio and then re-launch MPK Studio.

Insufficient MIDI Ports Error – This error indicates that the number of detected MIDI ports is too few. To resolve this, first close MPK Studio and then verify the following before re-launching MPK Studio again:

- Ensure that the MPK mini is connected/turned on.
- Ensure that you've enabled some virtual MIDI ports to use with MPK Studio. If you need help with this, run the Setup Assistant via [Help – Run Setup Assistant](#).

User Directory Error – This error indicates that there was a problem creating a user directory, which is used to store global settings and such. The typical cause for this error is related to permissions and/or environment variables. To resolve this, first close MPK Studio and then create the user directory manually as follows:

In your User folder, create a folder named *nativeKONTROL*. Within the nativeKONTROL folder, you should create another folder named *MPK Studio*.

Fatal Error – This error indicates that files needed for MPK Studio to run are missing. Please reinstall MPK Studio to recover from this error.

Other Problems

This section covers other problems you may run into when using MPK_m Studio.

1. Correct settings have been made in MPK_m Studio, but none of the functions seem to work. For example, turning on Prog Change and using the first 5 Pads doesn't switch between MPK_m Studio Modes.

First of all, ensure that Prog 4 is selected on the controller. You can do that by pressing the *Program* button and then the Key marked *Prog 4*.

If you're sure that you're in Prog 4 and that your settings are correct, it's possible that preset data transferred from MPK_m Studio to the controller failed for some reason. To resolve this, you can transfer the preset data manually using the MPK mini's Editor. The preset data (*MPK_m Studio Preset*) as well as instructions on how to transfer it can be found in the MPK_m Studio program directory.

On **Windows**:

Program Files\nativeKONTROL\MPK_m Studio\Resources

On **OS X**, first right-click on the MPK_m Studio app bundle and select *Show Package Contents*:

Contents/Resources/Java

SUPPORT

Email:

support@nativekontrol.com

Forum:

[Beatwise Network](#)

Videos:

[Stray's YouTube Channel](#)